

FIG. 1

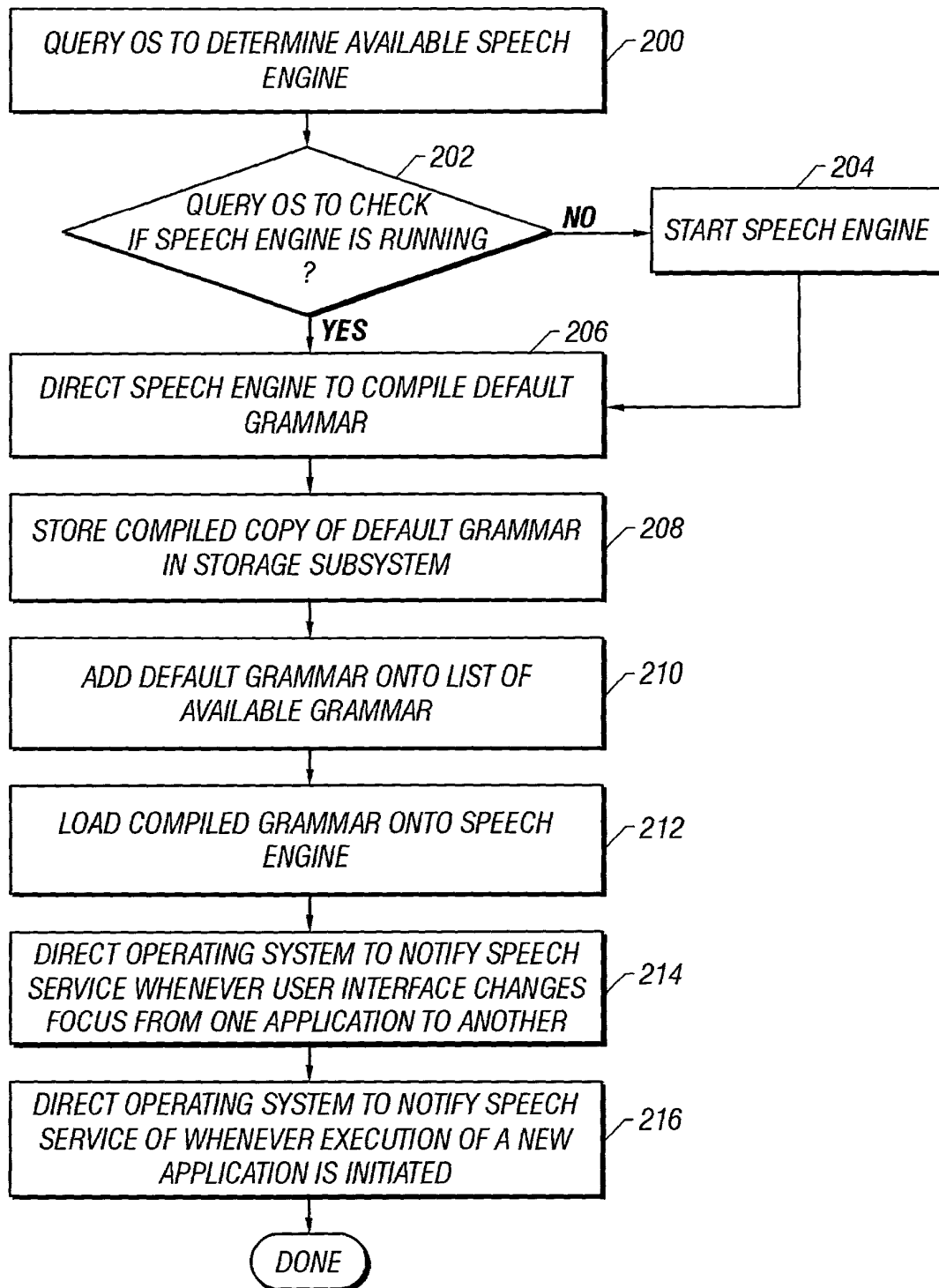


FIG. 2



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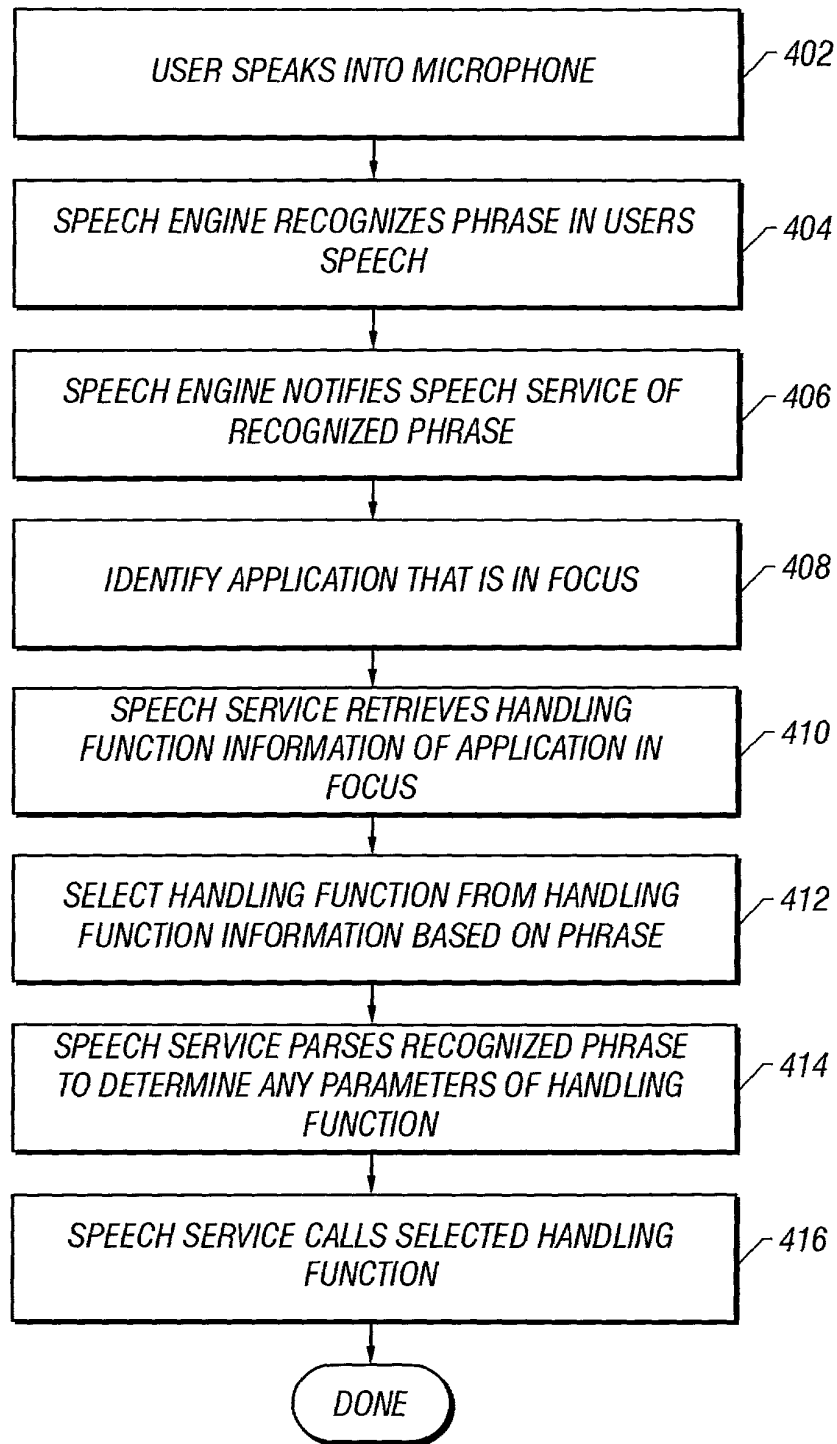


FIG. 4

Handling function	Phrase
93a <i>int jump (void)</i> 98b	jump 94 96 92a
93b <i>int sendmail (char *recipient)</i>	Sendmail to * "recipient" 92b
93c <i>int kick (char *person, char *bodypart)</i>	Kick * "person" in * "bodypart" 92c

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FIG. 5

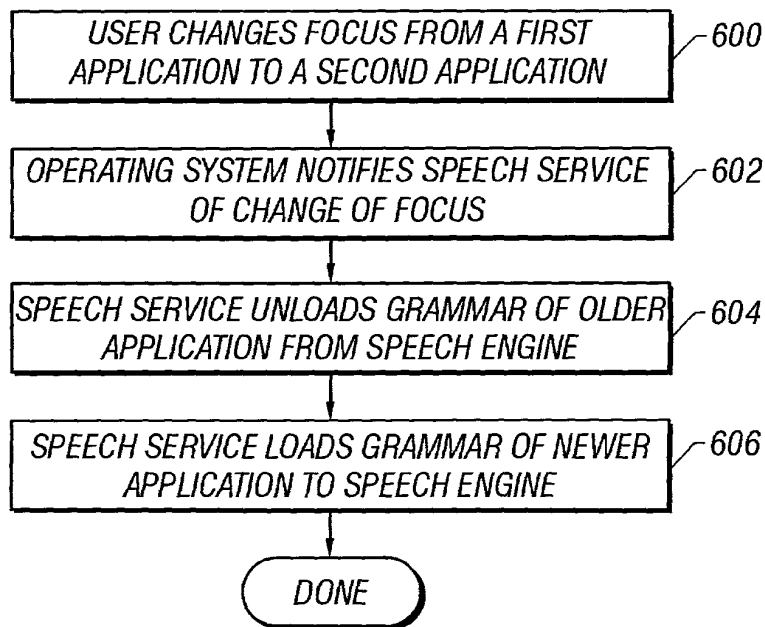


FIG. 6